

C L A I M A M E N D M E N T S

The following is a detailed listing of all claims that are, or were, in the application. A status identifier is provided for every claim and the current text of every claim is presented, unless the claim has been cancelled. Current amendments to the claims are expressed in the detailed listing by strikethrough or brackets (for deleted matter) or underlining (for added matter).

1-16. (Cancelled).

17. (Previously presented) A method for directing a gaming device, comprising:

- determining a first event that occurs during play of a gaming device;
- determining a first payout for the first event;
- providing the first payout to a player associated with the first event;
- determining a second event that occurs during play of the gaming device, the second event occurring at a time after a time at which the first event occurs;
- determining a second payout for the first event, based on the subsequent occurrence of the second event; and
- providing the second payout to a player associated with the first event, thereby providing a retroactive payout for the first event.

18. (Previously presented) The method of claim 17, wherein determining the first event comprises at least one of:

- determining an occurrence of a first outcome; and
- determining an occurrence of a first symbol.

19. (Previously presented) The method of claim 17, wherein determining the second event comprises at least one of:

- determining an occurrence of a second outcome; and
- determining an occurrence of a second symbol.

20. (Currently amended) An apparatus comprising:
- a memory;
 - a communication port; and
 - a processor operative to communicate with the memory and the communication port, wherein the processor is further operable to:
- perform ~~the a method of claim 17~~ comprising:
- determining a first event that occurs during play of a gaming device;
 - determining a first payout for the first event;
 - providing the first payout to a player associated with the first event;
 - determining a second event that occurs during play of the gaming device,
 - the second event occurring at a time after a time at which the first event occurs;
 - determining a second payout for the first event, based on the subsequent occurrence of the second event; and
 - providing the second payout to a player associated with the first event,
 - thereby providing a retroactive payout for the first event.